

## **WHAT IS CLAIMED IS:**

1. A game machine which is provided with a nonvolatile memory having two or three more backup areas in an electrically rewritable storing area and writes game data in said backup areas, comprising:

5           an area selecting means for preferentially selecting, when last game data is to be written, a backup area stored with game data having an older writing time among the two or three more backup areas as a write-objective backup area of the last game data;

          a writing means for executing a writing of the last game data to said write-objective backup area selected by said area selecting means;

10           a determining means for determining whether or not the writing of the last game data could be performed by said writing means;

          a repeating means for repeating, when it is determined the writing of the last game data could not be performed by said determining means, a selection of the write-objective backup area by said area selecting means as necessary; and

15           a prohibiting means for prohibiting, when only a backup area stored with game data written immediately before the last game data finally becomes a selectable state by said area selecting means, a writing to said write-objective backup area.

2. A game machine according to claim 1, wherein

20           said writing means writes historical data for discriminating between oldness and newness of the game data by being included in the last game data,

          said area selecting means selects, before writing the last game data, a backup area stored with game data written earlier than the last game data as the write-objective backup area on the basis of the historical data.

3. A game machine according to claim 1, wherein

25           said prohibiting means includes a forcedly terminating means for forcedly

terminating a writing process of the last game data when only the backup area stored with the game data written immediately before the last game data finally becomes a selectable state by said area selecting means as the write-objective backup area.

5 4. A game machine according to claim 1, further comprising a message displaying means for displaying a predetermined alarm message when the writing is prohibited by said prohibiting means.

10 5. A backup control program by which the game data is written in two or three more backup areas in an electrically rewritable storing area of a nonvolatile memory connected to a game machine, the program makes a computer of said game machine execute following steps of:

an area selecting step for preferentially selecting, when last game data is to be written, a backup area stored with game data having an older writing time among two or three more backup areas as a write-objective backup area of the last game data;

15 a writing step for executing a writing of the last game data to said write-objective backup area selected by said area selecting step;

a determining step for determining whether or not the writing of the last game data could be performed by said writing step;

20 a repeating step for repeating, when it is determined the writing of the last game data could not be performed by said determining step, a selection of the writing object backup area by said area selecting means as necessary; and

a prohibiting step for prohibiting, when only a backup area stored with game data written immediately before the last game data finally becomes a selectable state by said area selecting step, a writing to said write-objective backup area.

25 6. A backup control program according to claim 5, wherein said writing step writes historical data for discriminating between oldness and

newness of the game data by being included in the last game data,

said area selecting step selects, before writing the last game data, a backup area stored with game data written earlier than the last game data as the write-objective backup area on the basis of the historical data.

5           7. A backup control program according to claim 5, wherein

said prohibiting step includes a forcedly terminating step for forcedly terminating a writing process of the last game data when only the backup area stored with the game data written immediately before the last game data finally becomes the selectable state as the write-objective backup area by said area selecting step.

10           8. A backup control program according to claim 5, further comprising a message displaying step for displaying a predetermined alarm message when the writing is prohibited by said prohibiting step.

          9. A game data backup control method by which game data is written in two or three more backup areas in an electrically rewritable storing area of a nonvolatile memory  
15 connected to a game machine, comprising following steps of:

(a) selecting as a write-objective backup area a backup area which stores game data having an older writing time and to which last game data is writable,

(b) canceling, when a writing into said write-objective backup area is not executable and only a backup area stored with game data immediately before the last  
20 game data is selectable as a write-objective backup area, the last game data so as to leave the game data written immediately before the last game data.